



## This game is licensed by Nintendo for play on the



## ENTERTAINMENT SYSTEM'

Please read this Instruction Booklet carefully before handling or operating your new video game. Please keep this Instruction Booklet for future reference.

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## Precautions

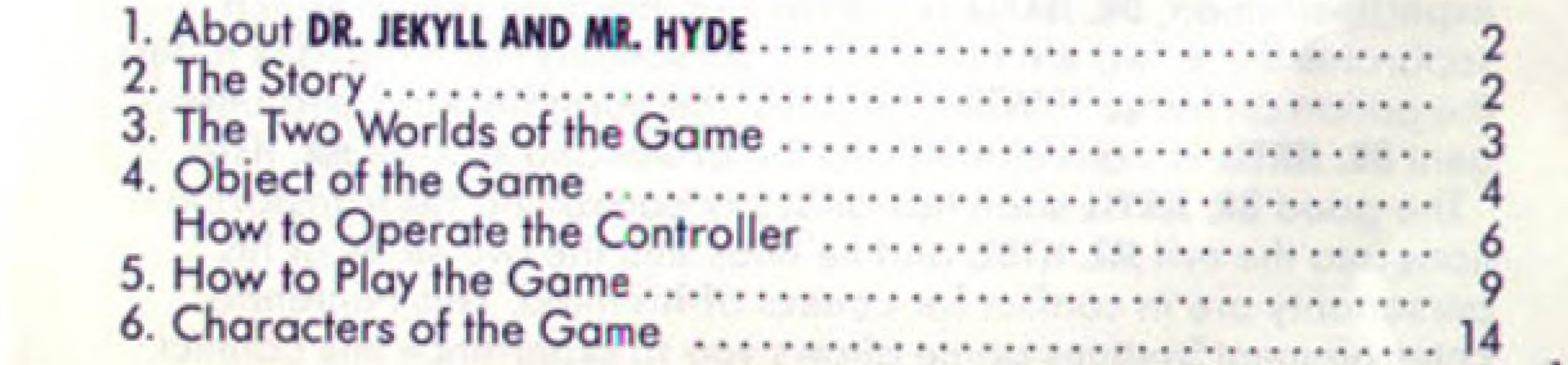
- Since this is a precision apparatus, avoid sudden shocks or extreme temperature. Do not take it apart. 2. Do not touch the electronic parts of this product, or malfunction
  - may result.
- 3. Do not clean the product with paint thinner, benzine, alcohol, or other volatile materials.
- 4. Play the game sitting as far away from the TV screen as possible. 5. When playing the game for long periods of time, take breaks of
- ten to twenty minutes per hour.
- 6. Parts of the screen may become hard to see or disappear, but this will not constitute a problem in playing the game.

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# About DR. JEKYLL and MR. HYDE

The story "The Strange Case of DR. JEKYLL and MR. HYDE" was written by the famous Scottish author Robert Louis Stevenson. "DR. JEKYLL and MR. HYDE" became a best seller as soon as it was published in England in 1886, and is now famous throughout the world. Now, in this Nintendo game pak version, you can experience firsthand the struggle between Good and Evil for control of the human personality. Who will triumph – DR. JEKYLL or MR. HYDE?

## The Story

DR. JEKYLL has been researching the human mind, and has found that it contains two opposite elements: Good and Evil. After years of experimentation, DR. JEKYLL succeeds in creating a potion which separates these two elements of the personality-and decides to test the potion on himself! When he does, the normally kind and intelligent DR. JEKYLL is transformed into the brutal and savage MR. HYDE. The good DR. JEKYLL soon has difficulty controlling his transformations into the evil MR. HYDE, and he finds that the two sides of his personality are in conflict for control of his mind. This Nintendo Entertainment Systems game allows you to experience this conflict.

## The Two Worlds Of The Game

There are two worlds in this game because of the double personality of DR. JEKYLL and MR. HYDE.

When **DR. JEKYLL** walks down the street, he sees jolly old England, with its charming buildings and parks. When he transforms into **MR. HYDE**, however, the landscape becomes distorted, and the beautiful city changes into an eerie world of demons.

This contrast between the worlds of Good and Evil is one of the most important features of this game.

# **Object Of The Game**

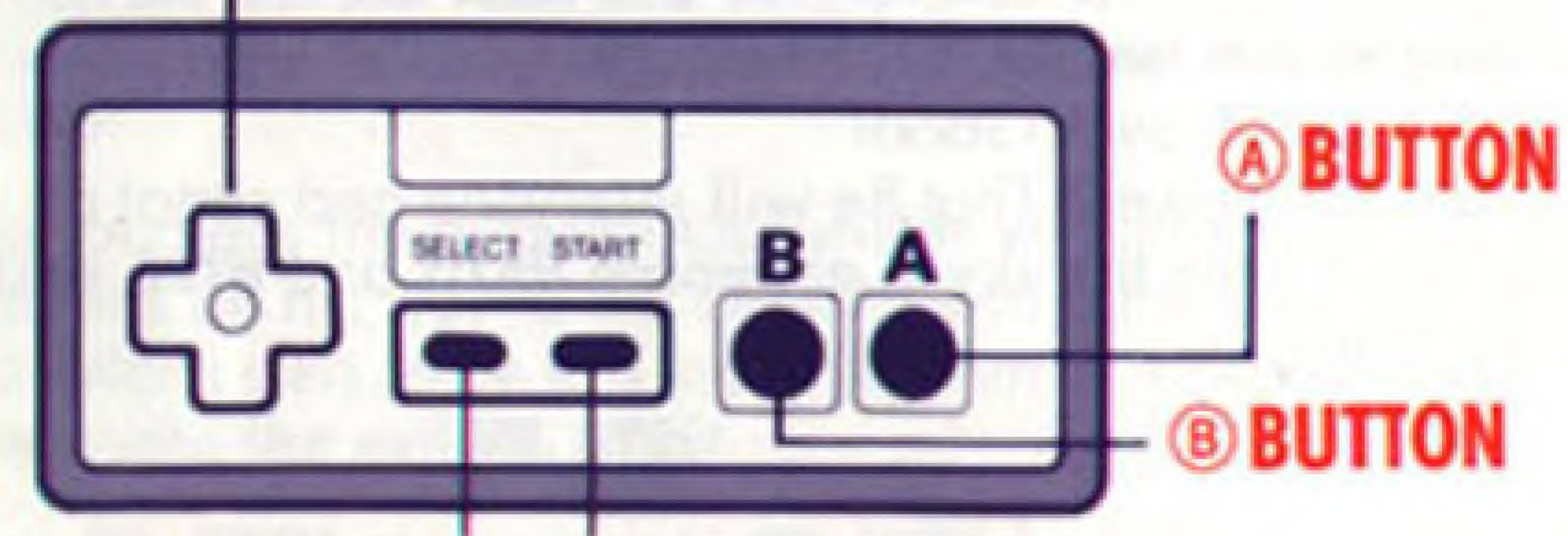
DR. JEKYLL is in a merry mood as he leaves his house on a fine London morning-the day he is going to marry his fiancee the beautiful Miss Millicent. DR. JEKYLL'S only goal is to get to the church on time!

Unfortunately, the good doctor meets with many accidents and obstacles on his way to the church-and if the stress from these frustrations gets to be too much for him, it triggers his transformation into the evil MR. HYDE

When DR. JEKYLL changes into MR. HYDE, he finds himself trapped in the mysterious World of Demons. Here he must do battle with the demons sent to destroy him. By defeating these demons one by one, MR. HYDE can gradually work his way back into his original DR. JEKYLL form. Luckily, MR. HYDE has one great weapon to aid him in fighting the demons-the all-powerful PSYCHO-WAVE.

One important note: remember that DR. JEKYLL and MR. HYDE are in conflict with each other for control. You must make sure that DR. JEKYLL stays farther along his path than MR. HYDE is along his path. If Hyde gains the lead, Evil will triumph over Good! If this happens, the Powers That Be will intervene and shoot a thunderbolt down from the sky to eliminate JEKYLL and HYDE, and the game will be over!

# How to Operate the Controller CONTROL PAD



## SELECT BUTTON START BUTTON

## CONTROL PAD:

Control left and right movements by pushing left or right. Push up to enter buildings through doorways. Push down to squat. Push right to slow movements. Push left to speed up movements. Use up or down to select start (up) or continue (down) modes.

#### (A) BUTTON: Either mode push to jump.

#### (B) BUTTON:

(JEKYLL MODE) push to use cane. (HYDE MODE) push to make Hyde punch his enemies.

## TART BUTTON:

Press this button to start game and pause game.

## CONTROL PAD AND (B) BUTTON: Push (and up on control pad to use psycho wave in HYDE MODE.

Pause-If you wish to stop or interrupt play in the middle of a game, press the Start button. If you press it again, the game will continue.



# How To Play The Game Life Meter

The Life Meter shows the level of the Life Power of DR. JEKYLL in JEKYLL MODE and of MR. HYDE in HYDE MODE. Every time each character is attacked by an enemy his Life Power is decreased. In JEKYLL MODE, a character appears who supports the good DR. JEKYLL by increasing his Life Power. Be careful—when the Life Meter reads "O", it indicates the end of JEKYLL and HYDE'S Life Power, and the game is over.

## Stress Meter

This meter shows the level of stress that leads up to each transformation: from DR. JEKYLL to MR. HYDE or vice-versa. With each accident or frustration suffered in JEKYLL MODE the gauge is pushed toward "H" (which stands for "HYDE"). In HYDE MODE, whenever a PSYCHO-WAVE hits an emeny, the gauge moves toward "J" (which stands for "JEKYLL").

## Coin Display

When an enemy is defeated while in HYDE MODE, a coin will sometimes appear. You can take the coin by having HYDE himself contact it, or by using the PSYCHO-WAVE when the coin is out of reach.

The coins you get when in HYDE MODE can be used in JEKYLL MODE to help you remove someone who is in your way, by offering them a COIN.

NOTE: There are several spots in JEKYLL MODE where a character offers you coins. Find out where these spots are.

You may possess a maximum of 49 coins. The display on the right of the Guidance Indicator (at the top of the screen) tells you how many coins you have at the time. Up to 9 coins are displayed individually with COIN MARKS. When you have 10 coins, the individual symbols will be replaced by a COIN BAG. Each bag contains 10 coins.



## How To Use MR. HYDE'S PSYCHO-WAVE

The **PSYCHO-WAVE** is **MR. HYDE'S** secret weapon against his enemies in the World of Demons. The **PSYCHO-WAVE** flies through the air in a curved path; when the target is missed it returns to **MR. HYDE** like a boomerang. You will find that you can change the curve of your attacks by having **MR. HYDE** move or jump while he fires it.



# Characters Of The Game LONDON



## DR. JEKYLL

The main character of the game. His goal is to get to the church and marry his fiancee Millicent. Unfortunately, many dangers and accidents await him along the way.



#### BILLY PONES

A slingshot sniper. He has a crush on DR. JEKYLL'S fiancee Millicent, and so he aims his slingshot at the good doctor.



## THE BOMB MANIAC A mysterious man who

A mysterious man who pops up everywhere to create explosions. Very dangerous.



### ELENA McCOWEN

Born tone-deaf, she is a classic example of someone who persists in doing something even though she is terrible at it. Her truly awful singing is harmful to anyone within earshot.



ROSETTE RANRIGHT The only daughter of DR. JEKYLL'S friend, Lord Ranright.



#### ARNOLD EBETTS A hunting maniac who always carries his rifle around, and doesn't pay attention

to where he points itor fires it. Stupid and stubborn, and therefore dangerous.



MURPHY THE DOG Most of the time, this animal sleeps peacefully in the sun, but he can be nasty when awakened suddenly.



#### LUNA THE CAT An alley cat-usually peaceful, but capable of violence when hungry or threatened.



#### AH

A strange old man. Digging is his life. He can usually be found digging holes in the street, and shoveling the dirt onto passers-by.



## RACHEL

A beautiful, lonely widow. Not dangerous to anyone except DR. JEKYLL, who looks something like her late husband!

## The World Of Demons



#### MR. HYDE DR. JEKYLL after his transformation. He can only regain his original form by battling the demons who attack him. Fortunately, he has a powerful weapon: the PSYCHO-WAVE.



#### CORUM THE SKULL A flying skull. He opens his jaws wide when attacking and shoots balls of fire.



#### CAROTTA A sea demon who defends her territory with a bow and arrow.



#### ONORIA

An old woman demon, and not very dangerouslooking-until she attacks by turning into a snake!



#### NUNU

It looks like a baby, but don't let that fool you!



#### WALRICH A fire monster whose body is engulfed in blazing flames.



#### SHEPP

These monsters are small, but all the more dangerous because they always travel in threes.



#### EPROSCHKA A filmonia

A flying demon that attacks by using a trumpet that blows lethal bubbles.



#### PALMA

A flying rock monster. It appears suddenly in the skies of the World of Demons, and just as suddenly explodes, raining flaming debris onto anyone below.



#### LETULE

A mysterious, ghostlike demon who appears, attacks, and disappears again.

### 90-Day Limited Warranty

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## **Compliance with FCC Regulations**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient the receiving antenna

- Relocate the NES with respect to the receiver Move the NES away from the receiver
- CITCUITS

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Plug the NES into a different outlet so that computer and receiver are on different

